

A M E N D M E N T t o t h e C L A I M S

The following is a detailed listing of all claims that are, or were, in the application. A status identifier is provided for every claim and the current text of every claim is presented, unless the claim has been cancelled.

Current amendments to the claims are expressed in the detailed listing by strikethrough or double-brackets (for deleted matter) or underlining (for added matter).

1. (Original) A method comprising:
 calculating a speed of game play based on a number of plays per unit time;
 determining a pay schedule based on the calculated speed of game play; and
 displaying a racing object having a position which changes based on the calculated speed of game play,
 wherein a player payout percentage defined by the determined pay schedule is greater for a first speed of game play than for a second speed of game play, the first speed being greater than the second speed.
2. (Original) The method of claim 1, in which the step of calculating the speed of game play comprises:
 calculating the speed of game play based on a number of plays which have occurred since a predefined amount of time.

3. (Original) The method of claim 1, in which the step of calculating the speed of game play comprises:
calculating the speed of game play based on a predetermined number of plays.
4. (Original) The method of claim 1, further comprising:
providing a payout based on at least the determined pay schedule.
5. (Original) The method of claim 1, further comprising:
calculating a running count based on the speed of game play; and
providing a payout based on at least the running count.
6. (Original) A method comprising:
generating a plurality of slot machine outcomes, each outcome corresponding to a point value;
calculating an average speed based on the point values; and
displaying a racing object having a position which changes based on the calculated average speed.
7. (Original) The method of claim 6, further comprising:
determining a pay schedule based on the calculated average speed,
wherein a player payout percentage defined by the determined pay schedule is greater for a first average speed than for a second average speed, the first average speed being greater than the second average speed.

8. (Original) The method of claim 6, in which the step of calculating the average speed comprises:
calculating the average speed based on a number of plays which have occurred since a predefined amount of time.
9. (Original) The method of claim 6, in which the step of calculating the speed of game play comprises:
calculating the average speed based on a predetermined number of plays.
10. (Original) The method of claim 6, further comprising:
providing a payout based on at least the average speed.
11. (Original) The method of claim 6, further comprising:
calculating a running count based on the point values; and
providing a payout based on at least the running count.
12. (Original) The method of claim 6, in which each outcome includes a plurality of reel symbols, and
in which the step of calculating the average speed based on the point values comprises:
for each reel symbol of the outcome, accessing a look-up table using the reel symbol.

13. (Currently Amended) A method comprising:
receiving payment for a predetermined number of slot machine outcomes;
generating the predetermined number of slot machine outcomes, each outcome corresponding to a speed value; and
displaying a racing object having a position which changes based on the speed value;and.
14. (Original) The method of claim 13, further comprising:
providing a payout based on at least the speed value.
15. (Original) The method of claim 13, further comprising:
providing a payout based on at least the position.
16. (Original) The method of claim 13, further comprising:
calculating an average speed; and
providing a payout based on at least the average speed.
17. (Original) The method of claim 13, in which generating the predetermined number of slot machine outcomes comprises:
generating a respective slot machine outcome for each one of a plurality of player commands.

18. (New)An apparatus comprising:
a processor; and
a memory with which the processor is operable to communicate,
wherein the memory stores a program executable by the
processor to:
determine a speed at which a game is being played;
determine a magnitude of a multiplier based on the
speed,
wherein the multiplier is of a first magnitude for a
first speed and of a second magnitude for a second speed and further
wherein the first speed is greater than the second speed and the first
magnitude is greater than the second magnitude;
determine a base amount for a payout;
calculate the payout by multiplying the base amount by
the multiplier; and
provide the payout to a player of a gaming device.
19. (New)The apparatus of claim 18, wherein the payout is one payout of
a plurality of available payouts.
20. (New)The apparatus of claim 18, wherein the speed at which a game
is being played is determined by determining a number of game plays per
unit of time.
21. (New)The apparatus of claim 18, wherein the speed at which a game
is being played is determined by determining a period of time between an
initiation of a first game play and an initiation of a second game play.

22. (New)The apparatus of claim 18, wherein the multiplier is further determined based on an average revenue received from the player per unit of time.

23. (New)A gaming system comprising:
a processor operable to facilitate a wagering game; and
a memory with which the processor is operable to communicate,
wherein the memory stores a program executable by the
processor to:
determine a value indicative of a speed at which a game
is being played;
determine a payout based on the value; and
provide the payout to a player playing a gaming device.

24. (New)The gaming system of claim 23,
wherein the value is a multiplier that is determined based on the speed
at which a game is being played, and
wherein the memory storing a program executable by the processor to
determine a payout based on the multiplier comprises
the memory storing a program executable by the processor to
determine a base value for the payout and determine the
payout by multiplying the multiplier by the base value.

25. (New)A method comprising:
determining a speed at which a wagering game is being played;
determining a magnitude of a multiplier based on the speed,
wherein the multiplier is of a first magnitude for a first speed
and of a second magnitude for a second speed and further wherein the first
speed is greater than the second speed and the first magnitude is greater than
the second magnitude;
determining a base amount for a payout;
calculating the payout by multiplying the base amount by the
multiplier; and
providing the payout to a player of a gaming device
26. (New)The method of claim 25, wherein determining the speed at
which a game is being played comprises determining a number of game
plays per unit of time.
27. (New)The method of claim 25, wherein determining the speed at
which a game is being played comprises determining a period of time
between an initiation of a first game play and an initiation of a second game
play.
28. (New)The method of claim 25, wherein determining the multiplier
further comprises determining the multiplier based on an average revenue
received from the player per unit of time.

29. (New) A method comprising:
- determining revenue received per unit of time from a player playing a wagering game at a gaming device;
 - determining a magnitude of a multiplier based on the revenue,
 - wherein the multiplier is of a first magnitude for a first revenue and of a second magnitude for a second revenue and further wherein the first revenue is greater than the second revenue and the first magnitude is greater than the second magnitude;
 - determining a base amount for a payout;
 - calculating the payout by multiplying the base amount by the multiplier; and
 - providing the payout to the player.
30. (New)A method comprising:
- determining a value indicative of a speed at which a wagering game is being played;
 - determining a payout based on the value; and
 - providing the payout to a player playing a gaming device at which the wagering game is being played.
31. (New)The method of claim 30, wherein the value is a multiplier that is determined based on the speed at which a game is being played, and
- wherein determining the payout based on the multiplier comprises
 - determining a base value for the payout and
 - determining the payout by multiplying the multiplier by the base value.

32. (New) The method of claim 31, wherein the base value is a single base value of a plurality of available base values.

33. (New)A method comprising:
determining a value indicative of revenue received per unit of time from a player playing a wagering game at a gaming device;
determining a payout based on the value; and
providing the payout to the player.

34. (New)The method of claim 33, wherein determining the value indicative of revenue received comprises determining a multiplier,
wherein the multiplier is of a first magnitude if the revenue is a first revenue and the multiplier is of a second magnitude if the revenue is a second revenue, and wherein the first magnitude is greater than the second magnitude and the first revenue is greater than the second revenue, and further

wherein determining the payout based on the multiplier comprises
determining a base value for the payout and
determining the payout by multiplying the multiplier by the base value.

35. (New)A method comprising:

determining a speed at which a wagering game is being played at a gaming device;

determining, based on the speed, a reward to provide to a player participating in the wagering game; and

providing the reward to the player, wherein the benefit is determined such that a more beneficial reward is determined and provided to the player if the speed is a first speed that is greater than a second speed.